## Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of the claims in the application:

## Listing of Claims:

1. (Currently Amended) A method of generating a computer generated animation to provide a visual accompaniment to music, comprising the steps of:

displaying an animation scene including a plurality of 3D objects;

displaying an object selection screen for allowing a user to select one object currently displayed in said animation screen-scene as a selected object;

providing a video signal from a source external to the computer;

displaying a video selection icon;

if the user clicks the video selection icon

texture mapping the video signal onto the selected object in the <u>animation</u> scene so that a texture-mapped video signal is displayed on the surface of the selected object[.]; and <u>altering an appearance of the texture-mapped video signal displayed on the surface of the selected object based on music events.</u>

2. (Currently Amended) The method of claim 1 where said act of providing the video signal comprises the act of:

using a video camera to generate the video signal in real time.

3. (Currently Amended) The method of claim 1 further comprising: displaying a face template having facial feature indications and oriented and scaled to match a target object included in the animation, with the feature indications corresponding to similarly oriented regions on the target object;

orienting a video signal image so that an image of a face is aligned with the face template and features of the face are overlaid by feature indications of the template; and

mapping features of the face aligned to feature indications of the template to corresponding regions of the target object[.]; and

## deforming part of a surface of the target object onto which the features of the face are mapped.

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steps of:

detected.

4. (Currently Amended) The method of claim 1 or 3 further-comprising the

detecting selected events occurring during the playing of the video signal; and altering the appearance of the texture-mapped video when a selected event is

## 5. (Cancelled)

- 6. (Currently Amended) The method of claim 4 further comprising the act of:

  detecting a selected event in the video signal being texture-mapped.
- 7. (Currently Amended) The method of claim 6 where said act of detecting comprises the act of:

detecting when the luminescence parameter of the video signal passes a threshold.

8. (Currently Amended) The method of claim 4 where said act of altering the texture-mapped video comprises the act of:

altering an image parameter of the texture-mapped video.

9. (Currently Amended) The method of claim 4 where said act of altering the texture-mapped video comprises the act of:

altering a display palette for the texture-mapped video to cause the texture-mapped video to appear blocky.

10. (Currently Amended) The method of claim 4 where said act of altering comprises the act of:

altering the luminosity of selected areas of the texture-mapped video.





11. (Currently Amended) The method of claim 4 where said act of altering further comprises the acts of:

elevating a first region of the texture-mapped video when a selected event is detected; and

depressing a second region of the texture-mapped video when a selected event is detected.